

STRYX



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STRYX

By the year 3106 A.D. the techno-wars had left planet Earth devastated, its charred and wasted surface giving off poisonous fumes fatal to man and machine alike. But at last peace had broken out. At last the four governments who waged this destructive war had come to their senses. At last they had started to co-operate for the greater good of mankind.

Their greatest achievement has been the construction of the Dome Cities, where life can go on in an environment uncontaminated by the pollution that has ravaged the outside world. Each of the four Domes is linked by a travel-tube network to the hub of the system, Central Dome City. The journey only takes a few minutes by speedbike. Each Dome consists of a huge number of

platform sections, accessed by lifts and tunnels. Deep beneath the Domes is the Hive, where energy crystals are mined to keep the Dome civilisation going.

Of course, someone's had to do a lot of work to build and maintain all this. You guessed – it was those lovable, docile Cyborg robots. But the governing Dome

Committee's report into the causes of the Great War discovered a horrible truth: it was robotic and computer malfunction that sparked off the conflict that destroyed civilization as we knew it.

Terrified by the consequences of another robot revolt, the Committee imposed a mandatory 3-year life span on robotic systems and a 5-year life span on computer installations.

Under no circumstances could any exceptions be made.

This termination system, known as the Lifeforce, is controlled by four separate keys, each one held by a different member of the Committee. If activated, the Lifeforce would destroy all robotic and computer systems...

DATELINE 05: 09: 4516 AD

The unthinkable has happened. The Cyborg slave robots have risen against their masters, claiming the same rights to life as the humans. The keys to the Lifeforce have been stolen and, crazed by their newly-discovered power, the Cyborgs have assassinated the four Dome Committee members in the most horrible way.

Knowing that their ex-masters can no longer destroy them at the flick of a button, the Cyborgs are determined to wipe out the human population. A special extermination patrol of Cyborg assassins roams the Dome Cities, seeking out human life and ruthlessly destroying it.

In a secret high-security cell deep within the central Dome a group of high-ranking citizens meets to combat the menace. Naturally, the keys must be recovered. But who can do the job? Only the implementation of Project Alpha Secure can save the day.

Stryx – half-man, half-robot – is the result of this great scientific effort. Brave, strong, resourceful, super-intelligent, Stryx is the Dome's last chance in the fight to the death against the Cyborg rebels.....

.....**You** are Stryx. Your mission – and you have no choice but to accept it – is to:

- seek out and destroy the Cyborg assassins before they kill all human life
- recover the keys to the Lifeforce and decode the machine to destroy all rebel Cyborgs.

LOADING INSTRUCTIONS

First: always switch off your machine **for at least 30 seconds** before loading. Then...

ATARI ST owners: Insert *Stryx* disk into Drive A. Switch on the monitor/television followed by your computer.

AMIGA owners: Switch on. If the display prompts for a Kickstart disk, insert one into the internal drive. When the display prompts for a Workbench disk, insert the *Stryx* disk into the internal drive.

You need a joystick plugged into the second joystick port to play the game.

Full instructions on how to play the game appear on the following pages.

VIRUS WARNING!

This product is guaranteed by Psygnosis Ltd to be virus free. Psygnosis Ltd accept no responsibility or liability for damage caused to this product through virus infection. Please see the inside back cover of this manual.

To avoid virus infection, always ensure that your machine is switched off for at least 30 seconds before trying to load this game. Please see the inside back cover for more information regarding viruses and your warranty.

PLAYING THE GAME

As Stryx you are endowed with extraordinary physical and combat powers. You will also be able to find and use a jet pack and jet bike. Your mental powers are just as important as your physical ones – finding the keys and cracking the Lifeorce code will not be easy tasks. Time is strictly limited. The future of the human race depends on you. Good luck on your mission; you'll need it.

EXPLORING THE DOME CITIES

The Domes

There are four dome cities

linked to the central large dome. Each dome city is divided into two parts. The upper section (the dome itself) is constructed of platforms and stairways on a number of levels. Here you will also find keys, passes, and other objects which will be essential for completion of the game. As well as collecting these you will also have to tackle the robot guards that patrol the platforms.

The Hive

Within each dome is an entrance to the hive. The hive is a mining complex which contains many energy crystals. Energy crystals, when collected, can be used to replenish the energy levels of your weaponry, speeder bike, and the mining craft.

Use the mining craft to explore the hive, but beware - each mine is swarming with deadly androids and other creations.

The Travel Tubes

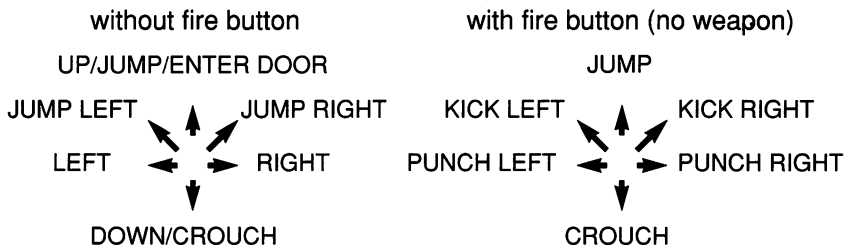
Each dome is linked to the central dome city via a travel tube. You must use the Speeder Bike to traverse the length of the tube. Destroy any enemies you encounter within the tube.

Deactivating the Cyborgs

Before the cyborgs can be deactivated you must work out how to use the colour coded terminals to the main computer. These are located within the central dome city. This must be done within a time limit or the deactivation will fail.

CONTROLLING STRYX

Stryx may be controlled with the joystick as shown below:



If you are carrying a weapon pressing fire will fire the weapon. While the fire button is depressed you can aim the weapon with the joystick.

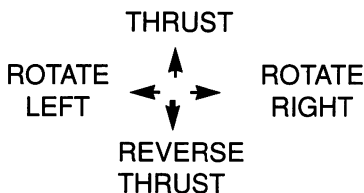
The first four function keys have the following uses:

- F1 PICK UP/DROP OBJECT
- F2 TOGGLE BETWEEN WALKING AND RUNNING
- F3 FETCH/RETRACT OBJECT FROM/TO INVENTORY WINDOW
- F4 ARM BOMB/USE DOOR PASS

Use the cursor keys to scroll through the items in the inventory window at the bottom of the screen.

When you are in the travel tube the joystick controls the movements of your Speeder Bike. Pressing fire will fire ahead of you. When you reach the lift at the end of the tunnel press FIRE to exit.

When you are in the Hive the joystick controls your mining craft as below:



Pressing fire will fire ahead of you. To exit the hive move to the platform at the top of the hive and press FIRE.

Pressing Escape (ESC) will pause the game. When the game is paused, press F10 to restart.

The Puzzle

The puzzle consists of a number of colour coded wheels. Adjacent to the wheels are + and - keys which can be used to rotate the wheels. Moving the joystick without the fire button pressed will move between keys. Once you have selected the right key press and hold fire. Now moving the joystick will rotate the wheels. To select another key release fire. You must match up the colours on the wheels to deactivate the cyborgs.



WARRANTY LIMITATIONS

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CREDITS

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